VICTORIES WORSE THAN DEFEAT

Hello! It's me again! I've made another issue of Victories Worse Than Defeat! This time around I have actually left out the news section in favor of more games in the Upcoming section. I'm here to play games, not dwell on things I know so very little about, for example what's important to prioritize in order to be successful.

Since last time I have changed a few other things as well. From now on, every page (A5) will be its own thing, no text block will flow over to the opposite page. This will make it easier to read this zine in every PDF reader. I have also used clickable links here and there, I mean since this is a digital format then why not go with it?

As usual, if you want to get a hold of me then I'm all ears over at OUYA Forum.

I hope you'll enjoy this issue as much as I have enjoyed making it!

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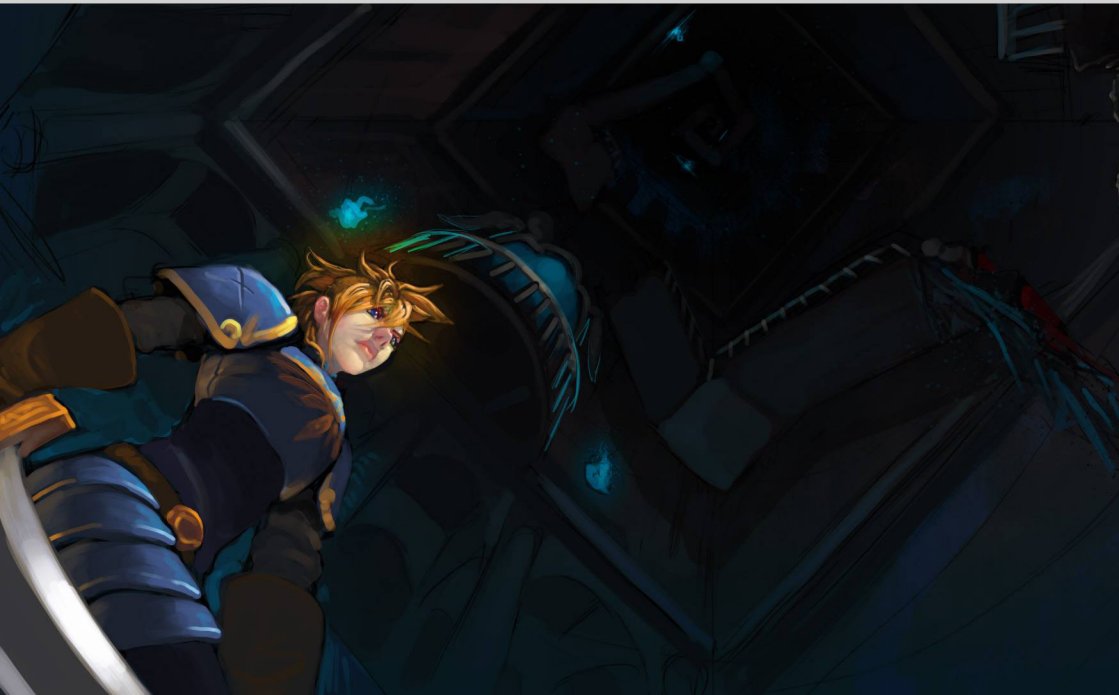
REVOLUTION

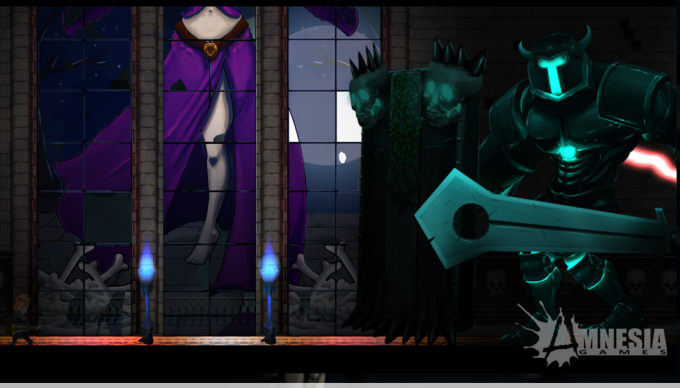
JOAN SWORD

Joan Sword is an action-RPG that is being developed for many platforms. OUYA, Nvidia Shield, PC, PS Vita and general other Android consoles, and I'm probably forgetting some. The developers, based in Chile, is seemingly making rapid progress. When they created their first post on the forums they had a poll going where people could vote on their favorite version of the games future logo, and all of a sudden, they had a demo up and running. Haaard work work!

Sadly, this demo has not been uploaded to Discover from what I can see, but we are treated with a few screenshots at the very least.

I for one really like when games emerges out of this climate with a heroine that *isn't*





sexualized beyond belief. You know, where the developer says "our female character is a strong independent woman!" and then proceeds to give her thong shaped armor... None of that here! Joan seems to be a sword wielding bad-ass, jumping around in the vein of Castlevania (especially Symphony of the Night and the trilogy of Nintendo DS games that followed the same style of gameplay). It looks absolutely amazing with just the right amount of cartoony feel without it looking childish or like a cheap flash game.

There's lots and lots of cool stuff in this game such as huge bosses, incredible atmosphere and many abilities to apply to your sword (how does wallclimbing, air gliding and whipping sound?). I don't know when this is going to be released but it really looks like an insta-buy.

If you want to keep an eye on this game then click on over to their OUYA Forum thread and subscribe to it.

SHELTERED

Ever wanted to care for a family during a dystopic post-apocalyptic era? Well, me neither, but now's your chance!

The hazards are many in a environment like this, with "irradiated beasts", high radiation levels, a limited supply of food, water and

oxygen and systems failing. And we shouldn't forget the mental exhaustion from claustrophobia, deaths of loved ones, the lack of future to speak of and the sheer stress of the very situation.

In the middle of all this you must try to tend to your family and keep them alive and at least feeling moderately okay.

I am a complete sucker for themes like this. I love it when things are really tense and you start to think about morals, values and priorities both in-game and outside of it. Games can be a wonderful tool for exploring many different situations and Sheltered seems to be one of them. The artwork might put some people off but I really like big pixels so I'm fine with it. I also have high hopes for the visually similar Riot, but that's another game for another time.

Sheltereds OUYA Forum thread!

Bloom: Memories. What can I say about this one that isn't being clearly illustrated by the pictures all around this text? It's an incredibly beautifully illustrated world full of lush areas to explore, wonderful creatures to marvel at, or maybe even try to defeat.

I don't know all that much about the story or motivation beyond the pure visuals, but those alone make me drool.

There's plenty of screenshots and progress updates coming from the developers of this game which makes it a fun project to follow.

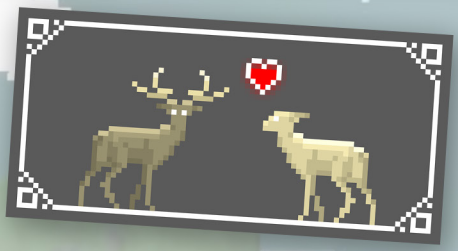
What I find the most intreaguing about Bloom: Memories is how they really seem to favor an artwork style that I have been in love with for as long as I can remember. Especially the picture with the little girl meeting the huge head of stone

(that picture is to the right of this text by the way), which strongly reminds me of the wonderful work of John Bauer.

The work on the game is going fine from what I can understand and all we can do right now is wait. Forum thread here!

The Deer God

Once in a while you get a game coming from nowhere, filled to the brim of confidence, promising that you will be challenged beyond the normal ordeal. The Deer God is one of those, claiming that it challenges both our platform skills and *religion.*



The game is about reincarnation, karma and survival. Set in a highly stylized forest with a day and night cycle and lots of pretty lighting effects, this game turns the table on a hunter.

After what is described by the developers as a ”hunting incident” the hunter ends up in the deer’s shoes and now have to survive. Damn straight I say. This is a premise I want to delve deeper into. Let’s hope The Deer God delivers and isn’t just an endless runner with way too much confidence and way too little content.

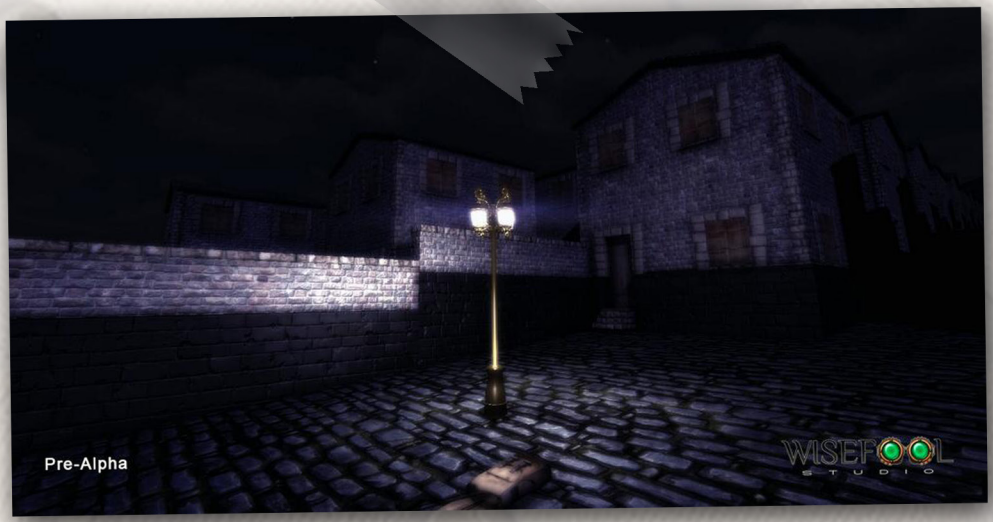
Here’s the thread on the forum!

Waking the Glares

Here's one of those games that *might* end up on OUYA, depending on the feedback the developers get. OUYA Forum administrator Killswitch has been in contact with the people behind Waking the Glares and it isn't impossible to hope we might see this sooner or later. It all comes down to "making some noise", as Killswitch puts it.

What we have on the table is a thoughtful, kind of eerie (think Twin Peaks) first person adventure. I imagine this is what you would get if you mixed Deadly Premonition with something like Amnesia. But without the monsters, I presume. From the very early screenshots and the quick teaser video - all taken from the pre-alpha build - I've gathered that it's a rather ambitious project. Plenty of nice details together with the awkward movement of characters and the aforementioned eerie atmosphere gives this game a unique feel of discomfort at the same time as a deep interest. I am looking forward to this game like crazy.

Here's the forum thread, make sure to "make some noise" if you'd like it on OUYA. I'm already there.


Pre-Alpha
WISEFOOL
STUDIO

Pre-Alpha
WISEFOOL
STUDIO

Rush to Adventure

Alpha

If you haven't heard of Rush to Adventure yet then you really should brush up on your OUYA news. Well, maybe that's why you're reading this zine, right? Rush to Adventure is an adventure (duh!) that mixes all the good stuff from classic titles like The Legend of Zelda and The Adventures of Link, sprinkles it with some extra colorful artwork and gives the player the very immediate feeling of progress and the will to do more. It's one of those "I must... go play..."-kind of games where the gameplay in it self is so damn rewarding you really can't get enough. A short alpha release is available through Discover, I suggest you take a look if you haven't already.

Oh, and this game has also been selected for showcasing in the OUYA booth at PAX. Fun times ahead for Digital Awakening, no doubt!

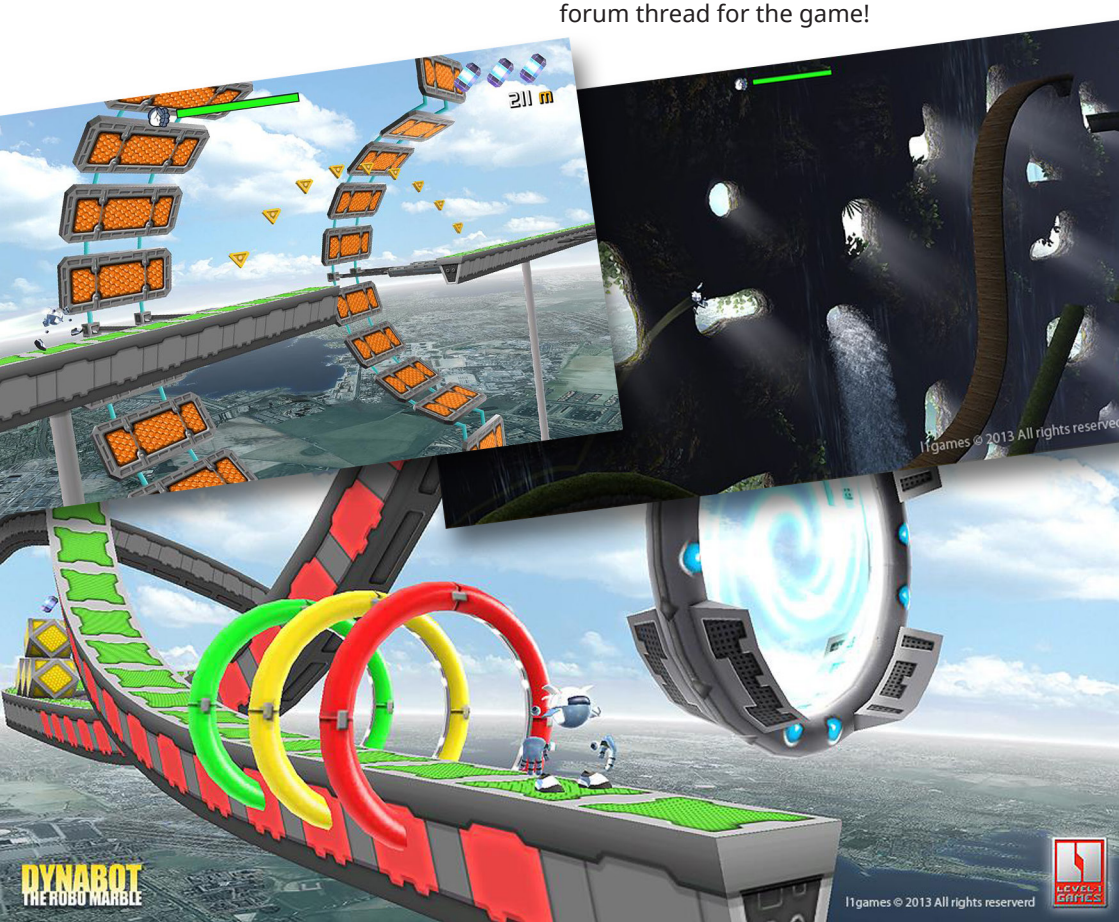
00:23

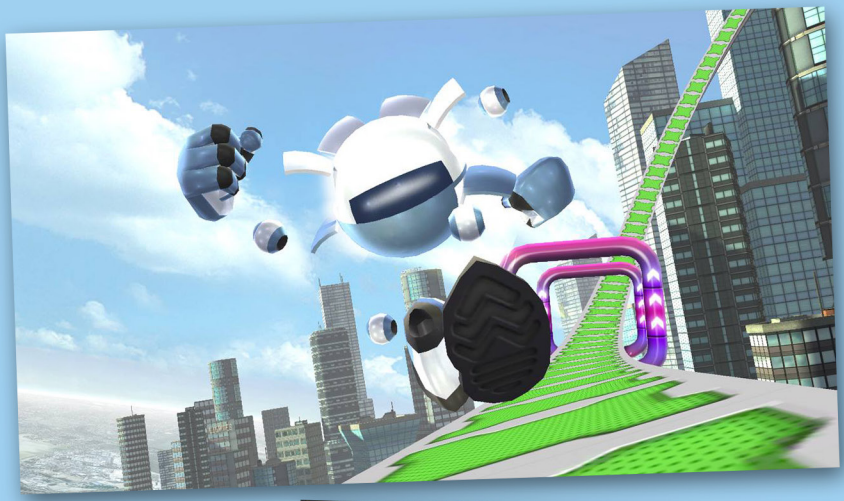
Things To Do
STR
2
CON
2
STA
3
AGI
EXIT
Weight
4/4
Coins
24
Level
6
00:33

Dynabot: The Robo Marble reminds me of Sonic Colors. Which is a very, very good thing. Highly polished, everything we've seen so far has gotten everyone intreagued. Although this is an endless runner Level-1 Games assures us that it is something more than a generic runner when bringing forth these four points:

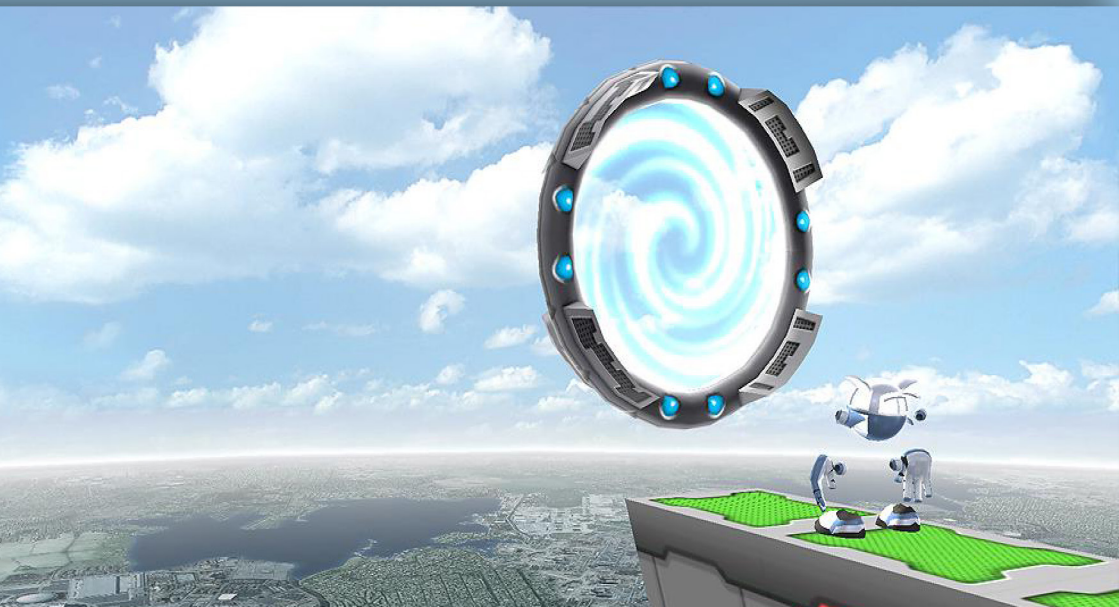
1) Although simple to learn, it is complex
2) Various types of gameplay between worlds
3) Special rooms with mini-games
4) Winding platforms surrounded by beautiful environments

Well, let's see if it turns out as good as it sounds! Here's the, infested with broken image links, forum thread for the game!

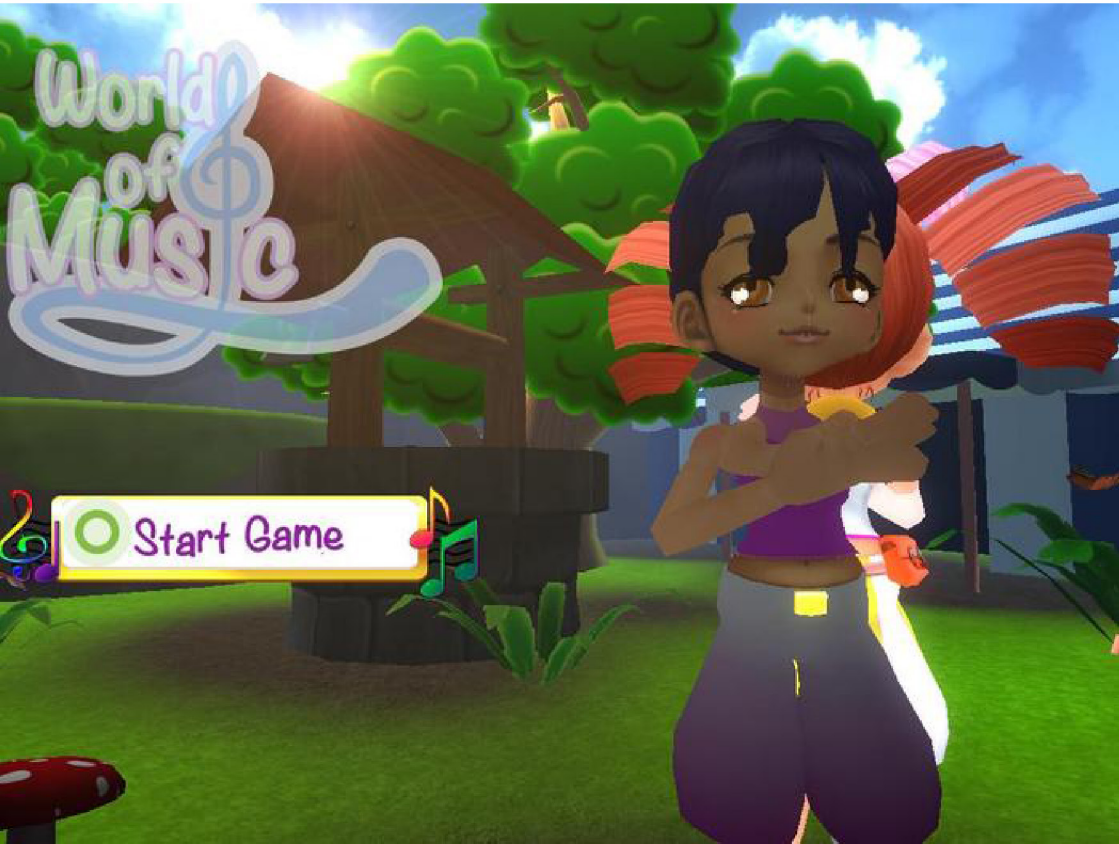




DYNABOT
THE ROBO MARBLE
625 m
LEVEL 1 GAMES
l1games © 2013 All rights reserved



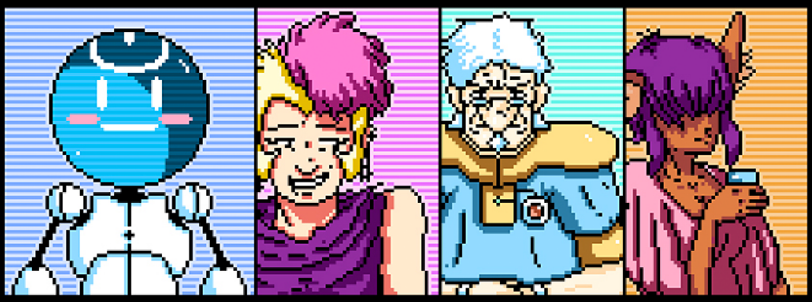
A family friendly music inspired adventure with bright colors, puzzles and combat plus co-op in the campaign? Where do I sign?! This sounds like something Nintendo should be all over as well, which they kind of are. World of Music is also planned to be released on Wii U (as well as PC, Mac and Linux) which I think will be a nice addition to the Wii U (a greatly underestimated platform by the way). The game is Kickstarting right now, so throw some money at this if you want to see it happen



as badly as I do.

In co-op, one character is good at combat, and the other have puzzle solving abilities. This sounds like a brilliant way of giving both players room to shine instead of one taking over. And if the players grow bored of their tasks they can always just switch controllers I guess. As I said, sign me up!

Here's the forum thread on OUYA Forum, the developers do look in there from time to time so that's a good place to talk to them if you for some reason don't want to personally contact them through mail.



READ ONLY MEMORIES

A NEW CYBERPUNK ADVENTURE

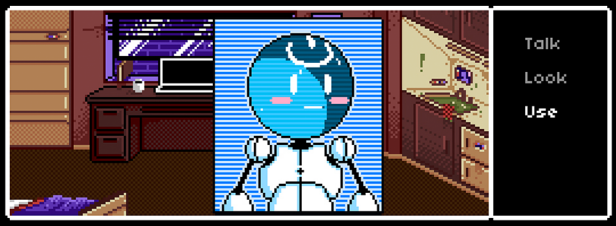
START

Have you ever noticed that there is a shortage of games where diversity isn't treated as a whimsical feature? Even games that do have queer personalities often resort to having them as sidekicks or even just background noise.

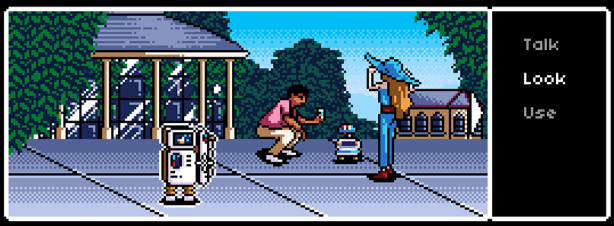
MidBoss noticed this, and decided to change it. Read Only Memories is a cyberpunk adventure featuring "queer and diverse characters in meaningful roles". Meaning they aren't there just to be there, they are the important people, driving the story forward. A nice change if you ask me.

The release up on Discover right now is a pre-release thingy that covers the opening of the game to let us get a feel for it.

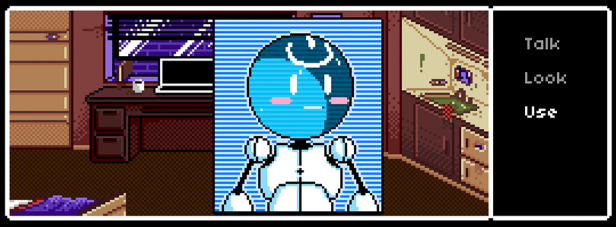
It's wonderfully oldschool and yet futuristic, and incredibly pretty to look at. As you all know by know I'm a sucker for pixel art and this game sports many detailed sceneries to feast your



???: Hayden is one of the top researchers at Parallax, but I can't imagine that would be enough to get him snatched by anyone, especially since no one has even tried offering him more money yet. I suspect it has to do with me.



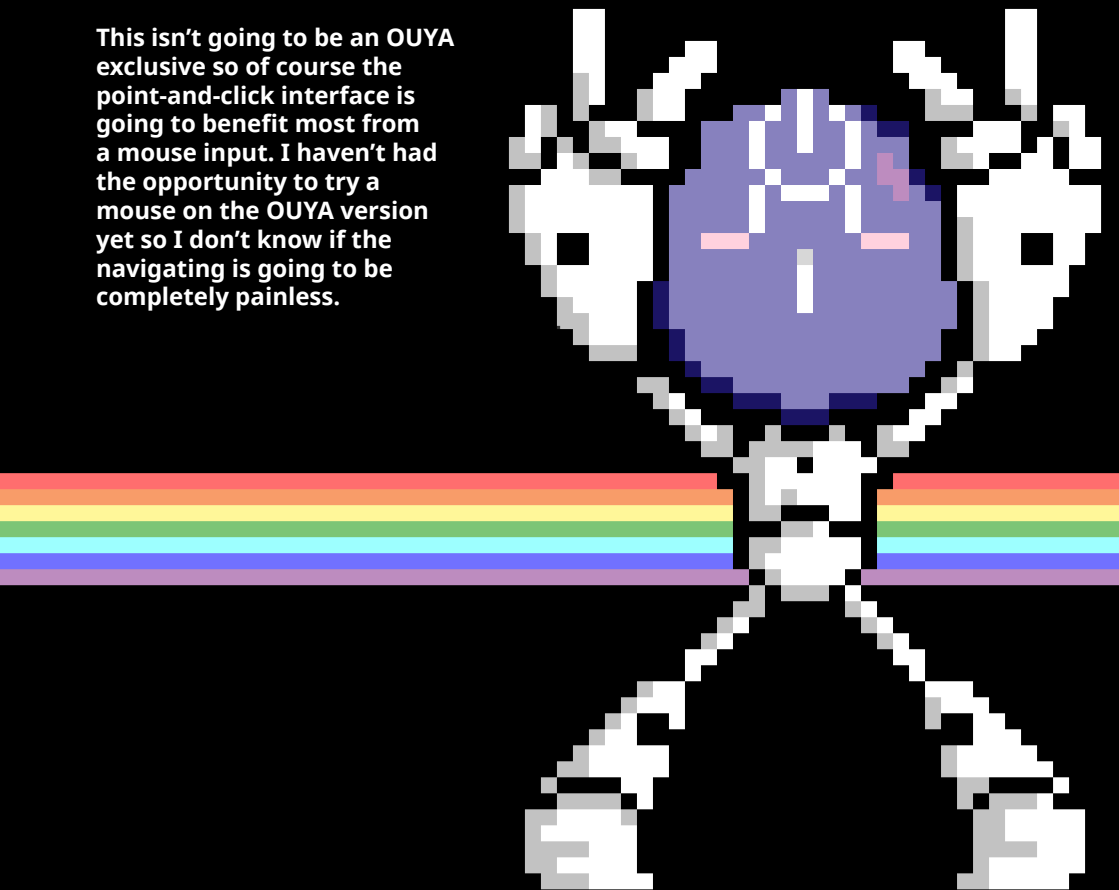
This is a public park ROM - it roams this area offering water and directions to tourists. It takes tips!



???: Hayden is one of the top researchers at Parallax, but I can't imagine that would be enough to get him snatched by anyone, especially since no one has even tried offering him more money yet. I suspect it has to do with me.

eyes on. And explore the city of Neo-SF, of course. It hides dark secrets that might be the break you've been looking for - as a struggling reporter.

This isn't going to be an OUYA exclusive so of course the point-and-click interface is going to benefit most from a mouse input. I haven't had the opportunity to try a mouse on the OUYA version yet so I don't know if the navigating is going to be completely painless.



Let's meet...

JAYENKAI

Jayenkai, or JNK, is a notorious game creator with many titles under his belt. I thought we'd take a moment and get to know him a bit. One of his games, ChuckABall is also being reviewed in this issue, jump to page 34 for that.

Who are you? What's your name? How old are you? Where do you live? Tell us as much as you are comfortable with!

Hello World! I'm James "Jayenkai" Gamble, and I live near Bolton, England. I'm 34 years old, and I like to create things. Since I lack artistic talent, writing talent, handiwork talent, musical talent, singing talent and most other talents, I've opted to write silly little games, instead.

"We were never a console family"

What sort of video game consoles and/or home computers did you grow up with?

I grew up in the midst of the "Home Computing" boom of the 80s. We had an Amstrad CPC 6128, which worked with both cassettes and also floppy disks! Wow!

We were never a "console" family, but then I think that's probably a UK thing. Home Computers were where it was at, and consoles didn't really get a look in, until the 16-bits took over.

When did you create your very first game? What was it?

My first "game" (although I use that term exceptionally loosely!) was written around about 1988. It was a barebones ASCII representation of the board game HeroQuest, which had you running around the maze being chased by monsters, one dice throw at a time.

That might sound cool, but this was on an Amstrad CPC, in BASIC, way back in 1988. There were no proper graphics, no sounds, and the movement was slow and jerky.

I (hopefully) still have it on disk, (unless decades of being unused have killed the disk?!) but my Amstrad's currently a little worse for wear, and it's proving difficult to gain access to it. A task for another day!

What inspired you to make your own games?

Boredom!
Having moved to a new town, and not exactly being the most social person on the planet, I opted to spend my time locked away in my bedroom with the Amstrad. I read its huge manual, and learned all about keywords, functions, binary and logic. Creating things with code was a nice puzzle, and unlocking the treasures within was the reward. I've been doing this for decades, and that idea still hasn't yet worn off. Each week I'm finding new ways to do things, and new methods to achieve a goal.

And I'm experimenting along the way, too. The fun of coding is in the coding.

"The fun of coding is in the coding"

Have your games always been free of charge?

Pretty much. I tend to charge for games on iOS, but then I also tend to put a little more effort into my iOS releases, spending extra time on them, neatening them up, and making them more than my standard AGameAWeek-fare.
My iOS games tend to take the basic idea of an AGameAWeek game, then run with the idea until it's all out of energy.

But for the most part, I stick with freeware, because there are really no downside to it. (Aside from the obvious financial one!) I prefer that people get to actually play my games, so try my best to avoid annoying them with paywalls, evil In-App Purchases, or other things that tend to get in between the player and the gameplay.

Were you a backer in OUYA's kickstarter campaign? If yes, what did you think was the most interesting about the concept?

I wasn't an initial backer. I'd heard about "the indie console", but mostly ignored it because "it's just Android". After OUYA's launch, the programming language I use (Monkey-X) received an update that allowed it to easily create games for OUYA. It was then that I figured I should probably take a look. After a failed attempt to get OUYA to send me out a freebie devkit, I instead forked out for one myself, and haven't looked back since.

How different is it to develop a game for OUYA compared to for example an Android phone, is it only the controller settings / player input that is different?

Code wise I can literally run my games equally on android, OUYA, iOS, in a browser, or directly on Windows. Thanks to the Monkey-X language, it really is as easy as selecting a different device and hitting the compile button. The differences, for me at least, are

entirely down to the control scheme.

Having a proper controller to play with, and knowing that the player is also going to have the same controller, with the same buttons, means I can focus more on making the games work, instead of having to add oodles of touchable dots all over a phone's screen, or fighting with all the different keyboard layouts on different country's keyboards.

When you've got a specific target to aim for, it makes the job a lot easier. And when that target has twin analogue stick, a D-Pad and buttons and triggers, you've got loads to play with.

"I never intended to do AGameAWeek"

You are currently in a long going project called A Game A Week, which the readers can look up in detail on your site, http://agameaweek.com. This is a very ambicious project that aims to have a new game up every tuesday – and your games have been released on several platforms, including OUYA, Linux, Windows, Mac, Amiga, iOS, Android and browser based HTML5 stuff. How on earth did you get the idea to make one complete game every week?

I never intended to do AGameAWeek. It just sort of evolved over time. Way back in college, a fellow student found it staggering that I was able to "prototype" games so quickly. Prior to that, I didn't really know any other coders, so I guess I've always worked at my own speed, without getting bogged down by other things!

After college I joined various online communities, and started writing games in BlitzBasic, which allowed for larger sprite-filled games, but with a language I was comfortable with. The ability to use a familiar language meant I was once again able to "rapid prototype" my games, and as time went on, the prototypes became gradually bigger and better. It's been over a decade since then, and I'm still getting quicker and more capable with each game. Setting a weekly scheduled release just came naturally from what I was already creating, and AGameAWeek was born out of the ability to do that.

Is there a lot of copy-paste going on in the coding or are you building each game from scratch?

Each week begins with a blank copy of my "framework", which handles quite a lot of the "none-game" things. The main menu, scoreboards, pause menu, loading and saving, a basic starfield, bitmap fonts, particle engine, and a bunch of other bits and pieces are all handled by the framework. You'll notice that all my games have this standard frontend, (Easy, Normal, Hard, etc) and that's simply because the "surround" of the framework is generally identical... Although there are occasional menu tweaks for different gameplay styles.

Everything after that is typed from scratch. Each game is it's own engine. Every Tilemap, every collision detection, every object that you see onscreen is coded from scratch. I've written so many scrolling tilemaps, platform collision engines, enemy AI routines, and multiple weapon schemes, that it's all become second nature to me, now. A simple for-loop, a nice array, and it all comes together fairly easily.

There's also the fun of trying out new ways to achieve the same goal. Programming is a wonderfully diverse playground, and there are so many ways to do the same

thing. Finding new ways, trying them out, and figuring out which is better, is something you'd rarely ever do if all you ever did was copy and paste your older code.

As we can read on your site, computing is a hobby of yours and that you couldn't find a good way of making it your job. I got the feeling that you felt it was only fun when you did it yourself. Are you a lone wolf? Do you like to have full control?

I leave things behind, a lot. I have so many abandoned projects that if I went back and delved into everything, I could probably fill an entire year of AGameAWeek with just old abandoned prototypes! I try things, I throw them away, and I usually get bored with a game if it's taking longer than about a day to get going.

"Programming is a wonderfully diverse playground"

It's because of this that I've never really been able to find a suitable job. There's not many jobs out there, for people who basically jump from one unfinished project to the next, every other day! Or, if there is, I've yet to find it.

I am also, very much, a "lone wolf", in that I don't usually work well with others. I tend to work much quicker than those around me! Every time I've tried to work with other people, I've ploughed ahead, and left them behind. Generally a team will be sat for a few days, still trying to decide who'll do which part of the project, and how all the bits will fit together, just as I'm finishing off the game.

I'm assuming the freedom in creating games by yourself, with no particular revenue to be aimed at, is one of the driving forces? If this is true – do you believe other forms of media could be free and still maintain a certain level of quality? I'm especially thinking of the

music industry which nowadays seems to think of music lovers as walking money dispensers.

There've always been people making things for nothing. From musicians who create music for free, to artists who paint for little or no financial return. Similarly, there are people who create music, art, books, games and more, specifically for a reward of some sort, whether it be just enough to survive, or to make millions.

The important part is finding what you need, and ensuring that your finances are stable, before committing to a project like this. If you can't afford to fail, then you usually aren't going to be able to do your own thing. Instead you would tend to stick to the "popular" routes, and retread old ground. Having the financial stability of a part-time job, or in my case, a little sick-pay to keep the bills paid, gives you the ability to do your own thing, without having to worry about where your next meal will come from.

"Experimentation is a lost art, as far as the big companies are concerned"

I'm going to make a wild guess here and say that you must be familiar with Locomalitos work. He, too, is aiming at making games made to just be played and have fun with. On his site he says he's making games for the love of them and that the video game spirit in general have wandered astray these last years. Do you sympathize with this "agenda"?

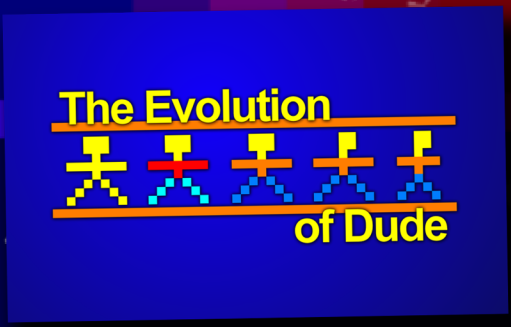
BIG games cost BIG bucks. A standard triple-A title costs millions to create, and has to play it safe so that it can hopefully make some of that back. You find the world of AAA is full of first person shooters, and generic clones, simply because those are destined to sell better.

Experimentation is a lost art, as far as the big companies are concerned, and it's a shame that there aren't as many crazy whacky new types of games within the console market. The world of mobile gaming, with lower entry fees, and smaller developers, is a much more entertaining platform, if you want to try out new game genres. Having OUYA bring that back to the TV makes it all the more fun.

A recurring character in your games is Platdude. Is he made to look the way he does because of the ease to draw him on every system? Is it a coincidence that he looks exactly like Bart Simpson?

Back on the Amstrad CPC were a series of codes for little ASCII characters you could use in your games. If you printed chr$(249) to the screen, a little Stickman would appear. Since my games, back then, were more or less entirely based on these character codes, I made a lot of games starring the little Stickman. I eventually learned how to redraw the character using multiple colours, (XOR!) smartened him up so he didn't have as big a head anymore, and eventually he was given the name of Platdude, since he tended to be used as my main Platform character.

Any resemblance to Bart Simpson is entirely coincidental!



What kind of games do you play yourself? Do you have time to play any games? You can't have much time to spare?

Unsurprisingly, AGameAWeek takes up most of my week. In between trying to relax and watch the odd TV show, I'm usually thinking about what to do in my next game, or actually coding the game, or writing the music, creating trailers, or simply just fixing the hundreds of bugs on my website! I used to be an avid reader, but nowadays my reading is typically confined to my twitter feed. Whether that's because I have no time to sit and read a book, or simply because my Twitter feed is so busy, I'm not quite sure.

I recently bought a WiiU, and have been enjoying playing the NES Remix games, along with replaying through the original Wario-Ware Inc collection. I can usually just about fit the microgames into my busy schedule!

Looking back on all the games you have created for the OUYA, what game are you the most proud of?

I really enjoyed making Platdude in Space. Working with gravity in games is always fun, and adding all those spawning enemies for hopping on was great. But like most of my games, I find myself wondering what comes next, and in the case of Platdude in Space, it'd be nice to expand it to a more quest-based platforming adventure, with entire star systems to explore. Hopefully I can keep it simple, and do that without having to recreate the entirety of Mario Galaxy, in 2D!

I get the feeling that you think no one notices you and your games, you often say things like "If they would only recognize my games..." in the chatbox on OUYAForum. Have you gotten any feedback on your games in general? What do people think of them?

There are two main things going against my games, and both are incredibly important. First, my art style isn't exactly the greatest! It's grown into it's own specific look, over the years, and many of my games tend to look somewhat bland, especially in screenshots. They're "good enough to play", but they're not the best, as far as trying to get people interested is concerned.

"It's hard to get people to even try my games"

Then there's that great big "AGameAWeek" logo. People see that, and immediately think "I've played games that people make in a week... I'm not touching that!". They're scared off by terrible games from the past. Awful quality rubbishy games that aren't worth the effort of even a download. Between those two elements, it's hard to get people to even try my games. In general, however, I find that once a person's actually tried one of my games, they tend to "get" what my games are about. Getting them to take that first step, however, is a difficult thing indeed.

Are you going to continue making games for our platform when OUYA 2 comes?

Of course! I'll probably stick with OUYA1 capabilities, though. I could probably push myself to make use of the extra capabilities, but... Well, my games don't need that, and are content to run in a browser! They'll be as happy on OUYA2 as they are on OUYA1.

What was the last thing that made you smile?

A game's recently been released on iOS, titled Soccer Physics. I'm not a football fan. I'm barely a sports fan. And yet, this game has made me literally laugh out loud a surprising amount, and continues to do so, each time I play. It's a ludicrously stupid game, with little or no premise, and barely any skill involved...

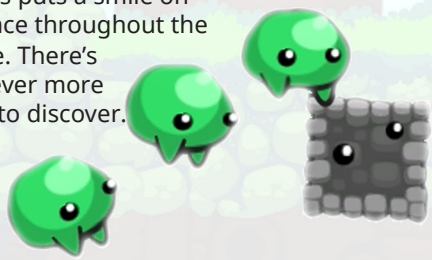
But it's SO MUCH FUN!

So Many Me

Title: So Many Me
Developer: Extend Studio
Price: $14.99
Size: 124.57 MB
Version: 1.0

It's finally here! So Many Me was featured in the first issue of Victories Worse Than Defeat as an upcoming game I was looking forward to, and now I have bought it, played through it, and thoroughly enjoyed it. Well, some things drove me crazy... Let me tell you all about So Many Me, one of the best platformers available on OUYA.

It all starts with Filo, a curious little green creature that finds himself responsible for the saving of the world. If you think that sounds cliché then don't worry, Filo feels you. In fact, he makes constant remarks regarding this. Once he stumbles upon another green creature that claims he too is Filo, things get a bit weird and the humorous dialogue really blossoms. That is actually one of So Many Me's strengths, the wonderful sense of humour. This together with the beautifully cute environments puts a smile on my face throughout the game. There's however more Me's to discover.



During the adventure Filo gains more and more abillities that lets him do all sorts of stuff. Turning into solid rock, bouncy jelly, a floating glove and so on. When Filo transforms into either one of these, the next Me in line takes over and thus creating a pretty nifty flow where the player can prepare all sorts of paths to traverse.

Hardcore

The road to victory is not easy however. There are plenty of tricky puzzles scattered all over the place and if you want to collect every bit of bonus content then you're in for a serious challenge as the difficulty is rather high on some of the later levels. It's easy to underestimate So Many Me when you're presented with such cute visuals, but believe me when I say that this game is really hardcore at times. Which is fine by me. It only adds to the feeling of money well spent.

Lengthy

I put several hours into this game and enjoyed every last second of it (apart from a frustrating end boss, but I won't spoil anything). If you want to collect all costumes you need to clear the bonus world which is no easy task. The pure length of So Many Me really makes the price tag seem fair and I can't recommend this game enough.

Title: FishMoto
Developer: Overpowered Games
Price: $3.99
Size: 34.71 MB
Version: 1.2.1

First of all, let's talk about the elephant in the room. FishMoto, that describes itself as "unique", is a straight clone of the old classic PC game Elastomania. It's down to the very last component a copy with only a different rider. This time we're a catfish in a little bowl. So, should you move on? No! Not at all.

Forgotten gem

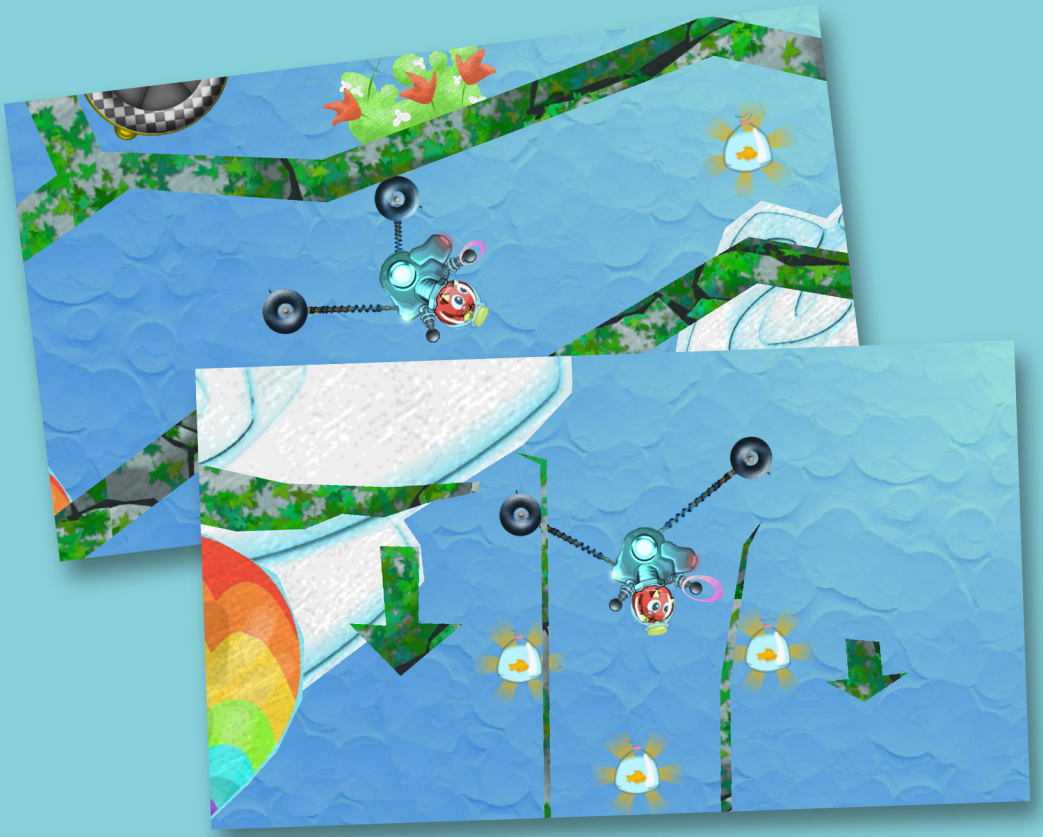
While Elastomania enjoyed quite a bit of fame in its day people seem to have

forgotten all about it. This makes me sad, because it was such a cool game. Enter FishMoto. It brings back all the things that made Elastomania great and does so with cuter visuals and all new, fresh and fun, levels. If you managed to miss out on Elastomania or just plain miss it, then FishMoto is your game.

You play as this catfish on a bike and your goals is to collect goldfishes that are scattered all over each level. You have a timer so the point is to do this as fast as possible. When all fishes on a level are collected the portal in the end of the level opens and that's your exit. Now, this is no Trials HD, no matter how much you want it to be. This has a whole other kind of physics that makes you alter your playstyle accordingly. It's more about navigating tricky areas in all directions than just climbing difficult hills. Your bike has funky extensions that makes the wheels go everywhere when you spin out of control, which can be used to your advantage if done right...

No online leaderboard

You get the most out of FishMoto when competing for the best times on each level, which makes me wonder - why on earth isn't there an online leaderboard in FishMoto? It just makes no sense. But fear not, I have created a highscore thread on OUYAForum where you can enter your best times. Start your engines...



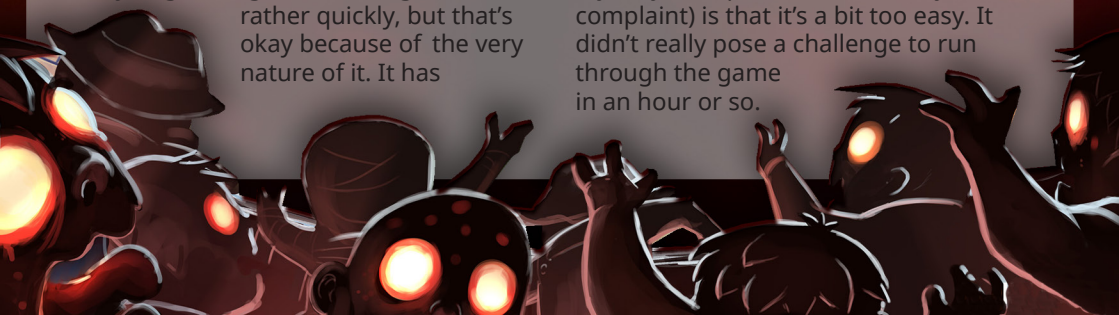
Title: Age of Zombies
Developer: Halfbrick
Price: FREE
Size: 46.88 MB
Version: 1.2.4

"Another twin stick zombie shooter? Why should I care about this when we already have Killing Floor: Calamity and Minigore 2?" Because it's fun. And free. Fun and free people, what's not to like?

The action is set in a few places in time with varying degrees of cliché, with a cliché character and cliché weapons. It's clear that Halfbrick wasn't going for unique, but the tried and true formula. Frantic action that's easy to pick up for a quick blast. Go bananas on hordes of zombies and fun bossfights and try to get a highscore. The game is over rather quickly, but that's okay because of the very nature of it. It has to deliver on the gory fun, and it does, the lengthy campaign sort of stuff wouldn't fly here as far as I'm concerned.

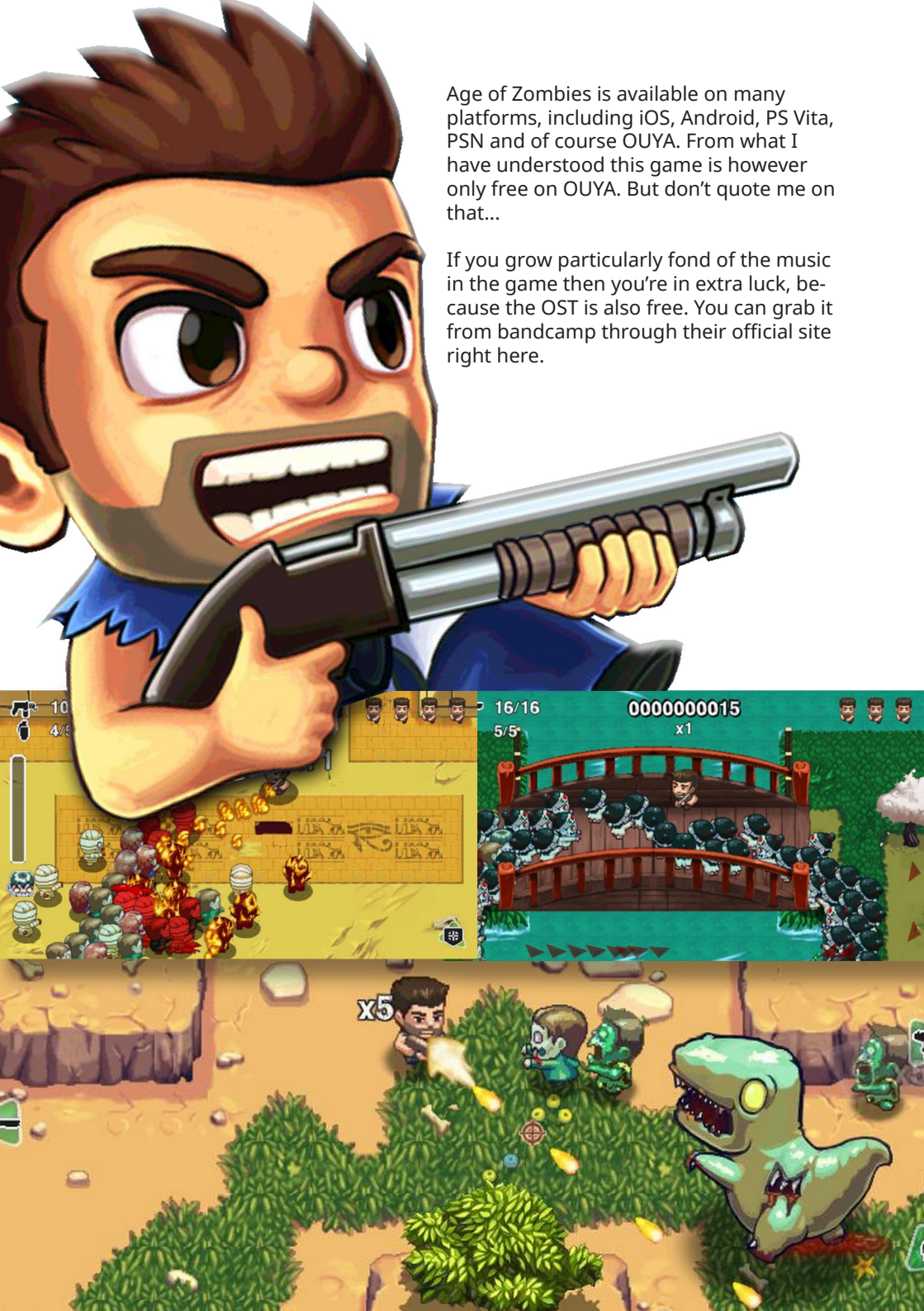
On the easy side

It's polished, bug free from what I've experienced, entertaining and colorful. My only "complaint" (it isn't really a complaint) is that it's a bit too easy. It didn't really pose a challenge to run through the game in an hour or so.



Age of Zombies is available on many platforms, including iOS, Android, PS Vita, PSN and of course OUYA. From what I have understood this game is however only free on OUYA. But don't quote me on that...

If you grow particularly fond of the music in the game then you're in extra luck, because the OST is also free. You can grab it from bandcamp through their official site right here.



ChuckABall

Title: ChuckABall
Developer: Jayenkai
Price: FREE
Size: 3.75 MB
Version: 1.1

Another game buy our game machine Jayenkai. What is this about? You're a red ball trying to collect rings. And that's it. The way ChuckABall is played is that you get these vertical stages with ten rings each scattered throughout them - and then you start off by hovering at the top. One chance. When the ball is dropped you only get to watch the rest play out. And it's way more fun than it sounds like. Many positions yield a few collected rings, so sometimes it seems like everything is going according to plan - and then right at the end the ball takes a wrong turn and misses the last ring. "No! Nooooo! Okay, again!".

Limited but generous
Even though you get eight different choices for the start position of the dropped ball it really feels limiting after a while, since you can't actually lose more than seven times per stage. One of the eight positions is the correct one - and there's often a ring or two visible at the top to hint the player as to which position is the right one. So more often than not it takes only one or two tries to max out a level and move on. But that's okay, because there's plenty of levels. And by plenty I mean *plenty*. If I don't remember all wrong there's one hundred levels to play, and that's not bad concidering that it's a free game made in a week.

Fun, but I won't go back
Since there is a set amount of levels this means that when I got the best outcome on all of them - there's really not much more to do. There's no point in going back to the levels once they're maxed out. Therefore I won't be coming back for more. But I had really fun the first time around and it did just what I believe Jayenkai intended for it. It entertained me

for an hour or two, reminded me once again how fun smaller, simpler, games can be as long as they have a great idea going and further cemented my belief in Jayenkai as a developer.

If you want to check out more of his games just go to his "Developer page" on your OUYA console (you'll see it as soon as you enter the details page on any of his games). And if you want to know more about Jayenkai then check out the interview I did with him on pages 22 through 27.
(Pro tip: BlastTrax is another *awesome* game of his. Rainbow shooting mayhem.)

Mods

OUYA is not only home to various Android based games, but also to a whole bunch of emulators, as I'm sure most of you know (heck, I guess that's why many gamers bought it to begin with). Forum member sennerz obviously felt that the OUYA could use a more... shall we say, retro, look.

Shortly after purchasing his very first OUYA he stripped it, took out his tools and by a little bit of magic (well, maybe not so much magic as handywork) the whole thing came together as a very cool looking Mega Drive, with blue leds and everything. It looks incredibly clean and modern.

If I had an extra Mega Drive just laying around I think I would try this myself because awesomesauce. If you have questions for sennerz or want to try this yourselves then here is a link to the forum thread for this project.

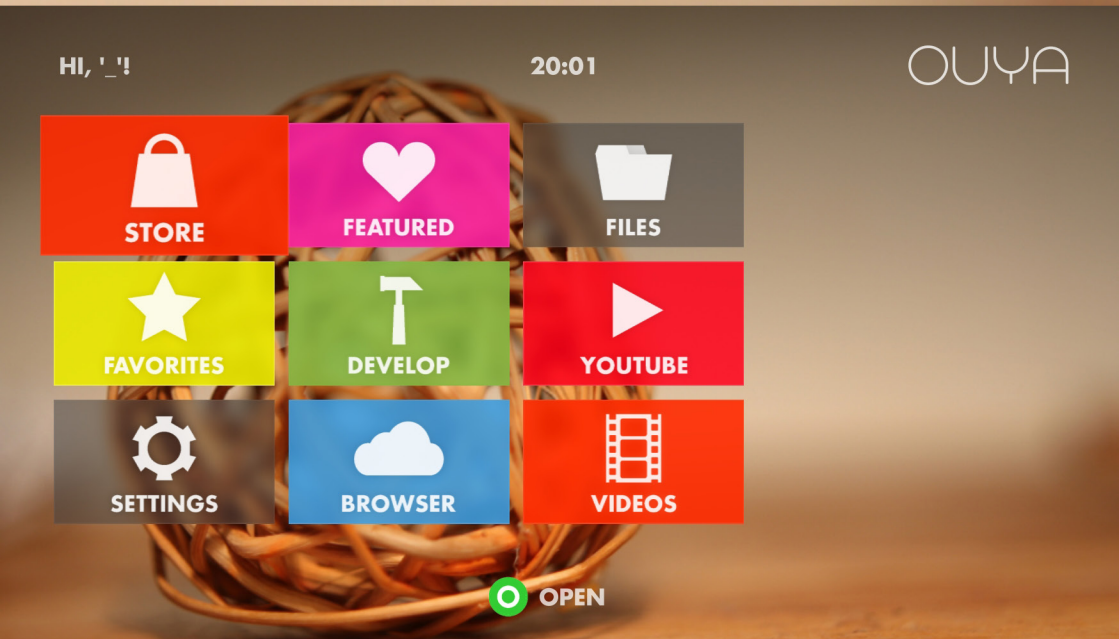
16-BIT
ON
OFF
POWER
Verbatim

Cone Launcher

Mods isn't always about the exterior, even though that has been the case for all my mod coverings thus far. Mods can also be about changing what's on the inside. Like the launcher.

BAXY is a custom launcher users install in their consoles to get a different experience - and it has been the most popular one for quite some time now. But maybe this is about to change...

Enter: Cone Launcher
I actually like the default launcher in OUYA. I think the UI is easy to understand, effortless to navigate and even a bit pretty. But there's room for improvement, of course. Especially in the Play section, where I feel custom folders would be absolute



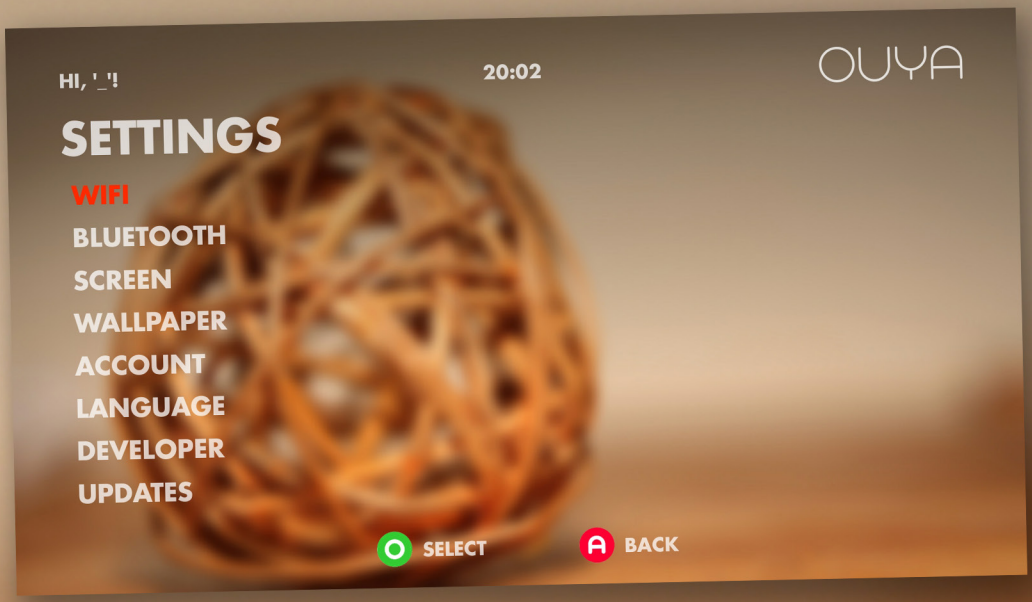
key. But I digress, sort of. As I said, Baxy exists, but having choices is a good thing, and Coen (username Coen Hacking) is working on that with a new custom launcher. It looks deliciously clean and have just the right amount of colors and combinations thereof.

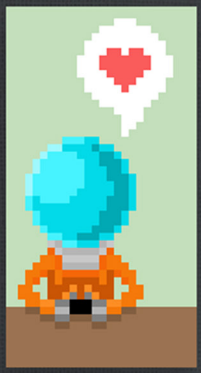
Work in progress

The screenshots are not, however, fully representative for how Cone Launcher will turn out in its final form as this is a work in progress. I have full faith in the project regardless, since what we see here now is nothing short of pretteeeeh.

Will be watching

Even if I probably will stick to the default launcher (I like to get and install updates from the OUYA team without worrying about losing root and stuff like that which I hear is a thing for many tinkerers out there) I'm following this project with great interest. If you want to as well then I suggest visiting the forum thread for Cone Launcher and also bookmark the Github-link provided there.





STARFIGHTER PRESENTS:

WILL HE BEAT IT?

AN OUYAFORUM VIDEO SERIES

NEW EPISODES EVERY... WELL, EVERY TIME I FEEL LIKE IT!

MADE FOR THE OUYA FORUM COMMUNITY! BECAUSE LOVE!

PRESS PLAY

TOP 5: FUNNY GAMES

5

Ittle Dew
Delightfully humorous dialogue with loving swings against many of the adventure genres old clichés.

4

Hidden in Plain Sight
This is an odd choice, but it's my list so deal with it! The funny part is the tension that arises in the room when everyone is concentrated at blending in and not blowing their cover. And the adrenaline when you have figured out who someone is.

3

Duck Game
A game with crazy frantic gameplay, with poor ducks exploding left and right, feathers flying everywhere, random screams of joy or disappointment... Just... Solid fun with a funny theme.

2

The Lickening
Because you are a tounge out to trap another tounge. And cats. And bears. I can't help but to giggle all the time when playing this.

1

GET ON TOP
I can't remember the last time I laughed this much at a video game. The concept is simple. You and your opponent hold hands and tries to make the other one fall to the ground. When the opponents head touches the ground you get a point. That's all there is. I laughed so hard once that I couldn't breathe.

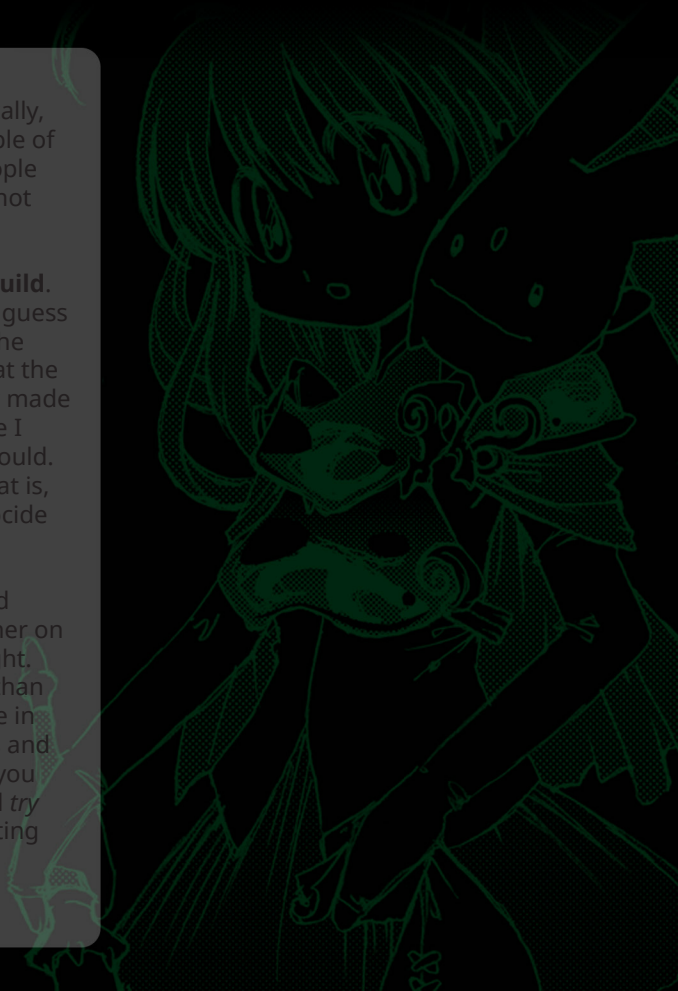
Revisited!

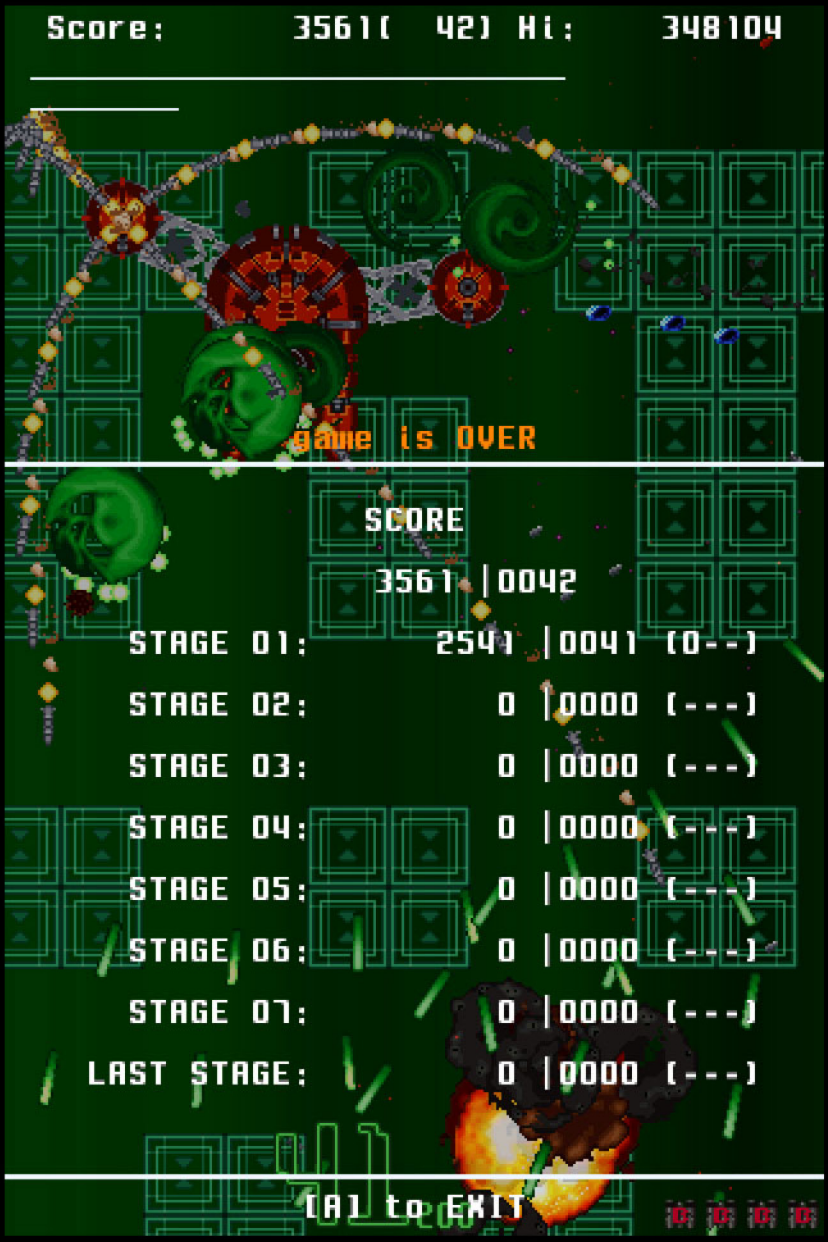
Genocide Circuit rebuild

Here's a new section of this zine, cleverly named "Revisited!". Basically, every issue I take a look at a couple of older OUYA games that I feel people should take another look at and not just forget forever.

First out is **Genocide Circuit Rebuild**. The mother of all hidden gems. I guess the underwhelming artwork on the outside together with the fact that the game has no sound what so ever made people not even bother. And here I am, telling everyone that they should. If they like bullet hell shooters that is, because that's exactly what Genocide Circuit Rebuild is.

Tight controls, fun mechanics and local leaderboards packed together on 0.6 MB download. Yeah, that's right. The full game takes up no more than 620 kB of our precious little space in our precious little OUYA consoles and it's also completely free. Just... If you like shoot 'em ups, download and *try* Genocide Circuit Rebuild. I'm betting you'll be as surprised as I was.

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SCORE
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STAGE 03: 0 |0000 (---)
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skyriders

Also revisited!

Another awesome game that fell out of discussion pretty early on is **Skyriders**. Arguably the best racing game on the system (together with Thunder Desert GP, of course).

Varied levels of all difficulties, smooth framerate, a good sense of speed, great controls, lots of challenges to beat and overall very pleasing graphics. And this is also a free game. It just sits there, pwning a lot of other racing games on the OUYA, free to grab, and yet people seem to not care. Did it get buried under other, more popular, titles? I don't know. The thread on the forum is being bumped every now and then so I guess there's still an interest - but not nearly enough if you ask me.

The only thing that brings this game down a notch, for me, is that every once in a while I have to clear all the tracks I just finished, in one continuously go - and if I fail in the end then it's no pardon. Back to the very beginning. This kind of makes me rip my hair out now that I have reached the harder parts. When I'm getting closer and closer to the end of the marathon runs all I can think of is "don't fail, don't fail, don't fail, I just don't have the patience to drive through this AGAIN" and of course, this makes me fail miserably.

I have rage quitted this game multiple times, but never have I felt it was the games fault. It was me. I couldn't keep it together and drive flawlessly. I have to practice more.

This is challenge as I like it. Something that isn't up to chance, luck or just plain bruteforcing with time and patience, no, here I have to learn the stages, figure out a good route through the traps and wholes and then my memory, reaction time and driving skills are put to the test without mercy.

I can't really think of anything I would want to change with Skyriders right of the bat. It's just one of those games that are complete packages. If you like racing games you *have* to try it.

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